

# KARATE

by dave dies

## SYSTEM REQUIREMENTS:

Karate requires a 64k Color Computer with one or two joysticks.

## LOADING INSTRUCTIONS

### DISK:

1. Place disk in drive 0
2. Type LOADM"KARATE" <ENTER>
3. The game will load and execute automatically

### CASSETTE:

1. Place cassette in tape recorder
2. Type CLOADM <ENTER>
3. The game will load and execute automatically

note: if the game does not load properly there is a second copy of the game after the first copy.

## PLAYING INSTRUCTIONS

### STARTING THE GAME:

Select a one or two player game with the <1> or <2> keys on the keyboard.

### THE OBJECT OF THE GAME:

The object of the game is to knock down your opponent using various karate kicks and punches in order to gain points and win matches.

### CONTROLLING YOUR MAN:

In a one player mode you use the left joystick to control the movements of your man. You control the 'Blue' player on the left side of the screen with the blue hair and belt. The computer controls the man on the right which is known as the 'Red' player. The computer can block moves that you make and gets smarter and harder to knock down as you move on to higher levels

The controls for player 1 are as follows,

JOYSTICK LEFT - moves your player left  
JOYSTICK RIGHT - moves your player right  
JOYSTICK DOWN - makes your man crouch down  
when your man is crouched down pushing the  
button makes him to punch  
JOYSTICK UP - makes your man do a flip  
if your opponent is in front of you then you  
do a front flip  
if your opponent is behind you then you do a  
back flip

HOLDING BUTTON and JOYSTICK UP - makes your man punch  
JOYSTICK IN TOP RIGHT CORNER - forward kick to your  
opponent's head

HOLDING BUTTON and JOYSTICK IN TOP RIGHT CORNER - drop kick  
HOLDING BUTTON and JOYSTICK RIGHT - forward kick to body  
JOYSTICK IN BOTTOM RIGHT CORNER - low kick (trip opponent)  
HOLDING BUTTON and JOYSTICK LEFT - back kick to body  
HOLDING BUTTON and JOYSTICK IN TOP LEFT CORNER - back kick  
to head

HOLDING BUTTON and JOYSTICK CENTERED - will make your man  
block some of your opponent's moves.  
Moves that say 'HOLDING BUTTON' mean that you hold the  
joystick button and then move the joystick to the desired  
move.

When playing a two player game, player one uses the left  
joystick and player two uses the right joystick. Player two  
controls the man on the right with red hair and belt. The  
moves for player two are the same as player one except that  
'left' and 'right' directions on the joystick are reversed.

### SCORING POINTS:

You score a half point each time you knock down your  
opponent. You have to knock your opponent down four times  
for a total of two full points to defeat an opponent and  
move to the next match in a one player game. Your points  
are displayed at the top left of the screen as half points  
and full points. In a two player game, the first player to  
successfully win two matches is the winner. The number of  
matches for each player is displayed at the bottom of the  
screen.

#### MATCH INDICATOR:

At the top left of the screen between the red and blue blocks is the match number that you are fighting. This is for a one player game only.

#### MATCH TIMER:

In a one player game you have a time limit for each match. You start with 30 time units. If the timer runs out before one player wins the match, then the player with the highest number of points is the winner. If both players have the same number of points, then the computer picks a random winner. At the end of each match that you win you will be given a bonus of 100 times the number of time units left. In a two player game you have no time limit on each match.

#### SCORING POINTS:

In a one player game you score points each time you knock down your opponent. The points are determined by which move you knock down your opponent with. Your score is displayed at the top right of the screen.

The scores are as follows,

- 100 points - low kick (trip)
- 200 points - forward kick to body
- 300 points - backward kick to body
- 400 points - front punch to head
- 500 points - front punch to body
- 600 points - front kick to head
- 700 points - backward kick to head
- 800 points - drop kick

#### PAUSE GAME:

You can pause a game by pressing the <P> key. The <P> key also resumes play.

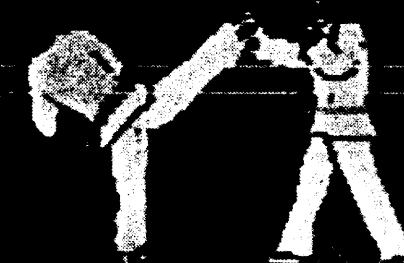
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presents

# KARATE

TIME 24  
82  
sel pts  
• 10 pts •

HIGH  
SCORE  
51.288  
SCORE  
6.188



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for the  
Radio Shack Color Computer  
Requires 64k and  
one or two joysticks  
Tape or Disk  
\$ 28.95 U.S.  
\$ 38.95 Can.